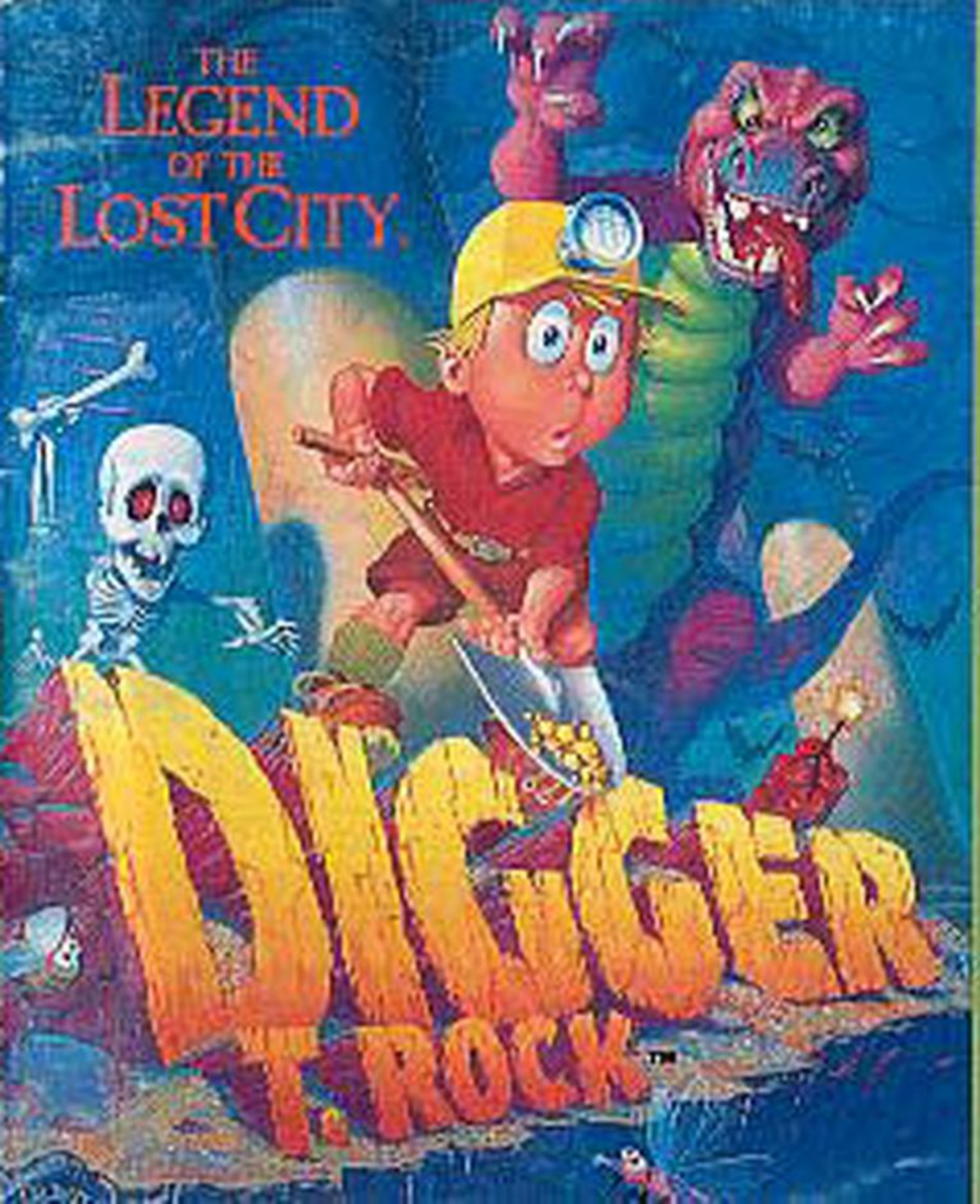

NES-8D-USA

INSTRUCTION MANUAL

THE LEGEND OF THE LOST CITY™

Thank you for buying Digger T. Rock, another exciting NES game from Milton Bradley. Please read this manual carefully as you learn to play the game.

MB.
MiltonBradley

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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ENTERTAINMENT
SYSTEM®

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SAFETY TIPS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.

HOW THE BIG DIG BEGAN

Meet Digger T. Rock,™ a brave little miner who dares to dig where no shovel has gone before! He just loves to uncover underground wonders. And he dreams of discovering a buried city bursting with golden treasures and ancient relics.

On this very morning, deep within a craggy, slippery cave, Digger stumbles upon a half-hidden sign pointing 'way, 'way down...to a Lost City! Holy boulders, what an awesome discovery! This is it! The dream come true! The biggest dig of all! But...

...is the sign a joke? Does the city exist? Can Digger really, *really* dig down that far?

So many questions. So much dirt! And the caverns below must be full of unknown dangers. All these doubts put Digger between a rock and a hard place. But finally, firmly, Digger plants his shovel and begins his long, treacherous trek down.

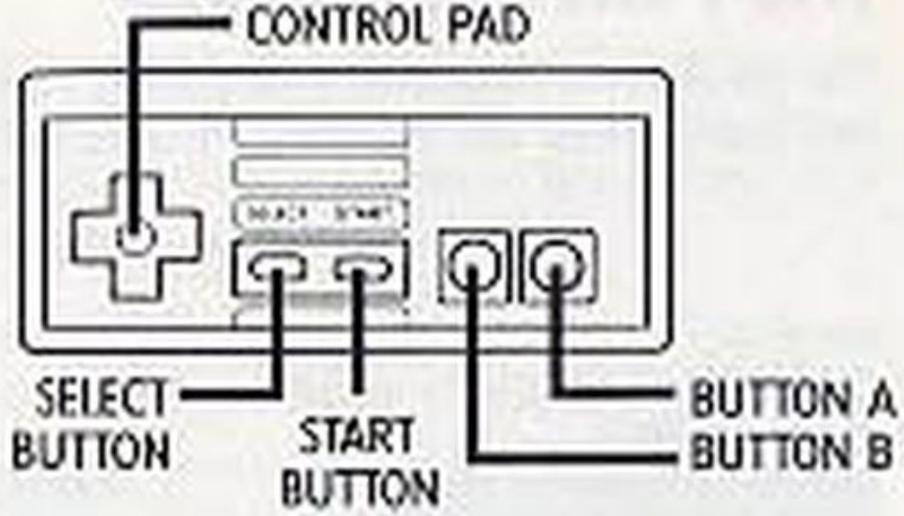
So begins a journey we call the Big Dig; but it's far from the "hole" story! The adventure's just starting...for *you!* Can you help a boy and his shovel find this mysterious Lost City? What deep, dark secrets await you? What dangers lie ahead? And below?

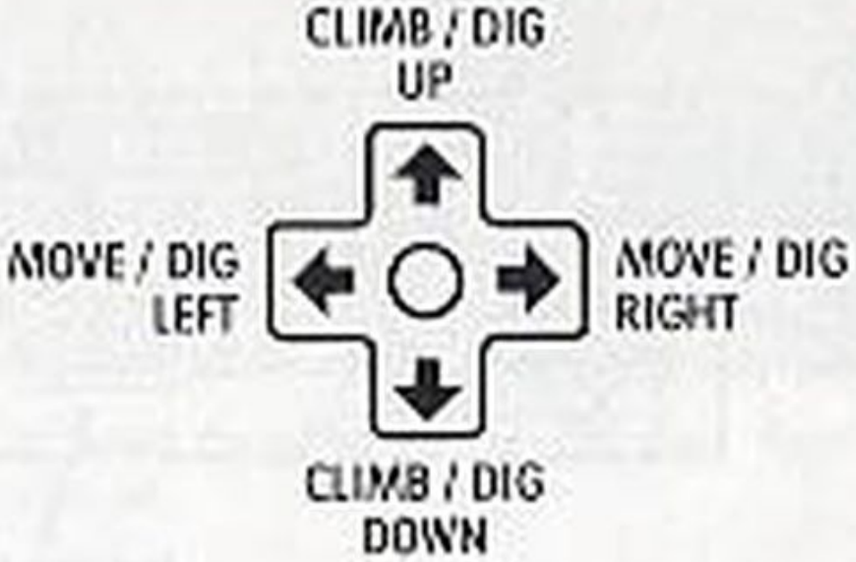
Dig in and find out! Have tunnels of fun. But leave no stone unturned...

USING THE CONTROLLER

The illustration at right shows the controller parts you'll be using as you play the game.

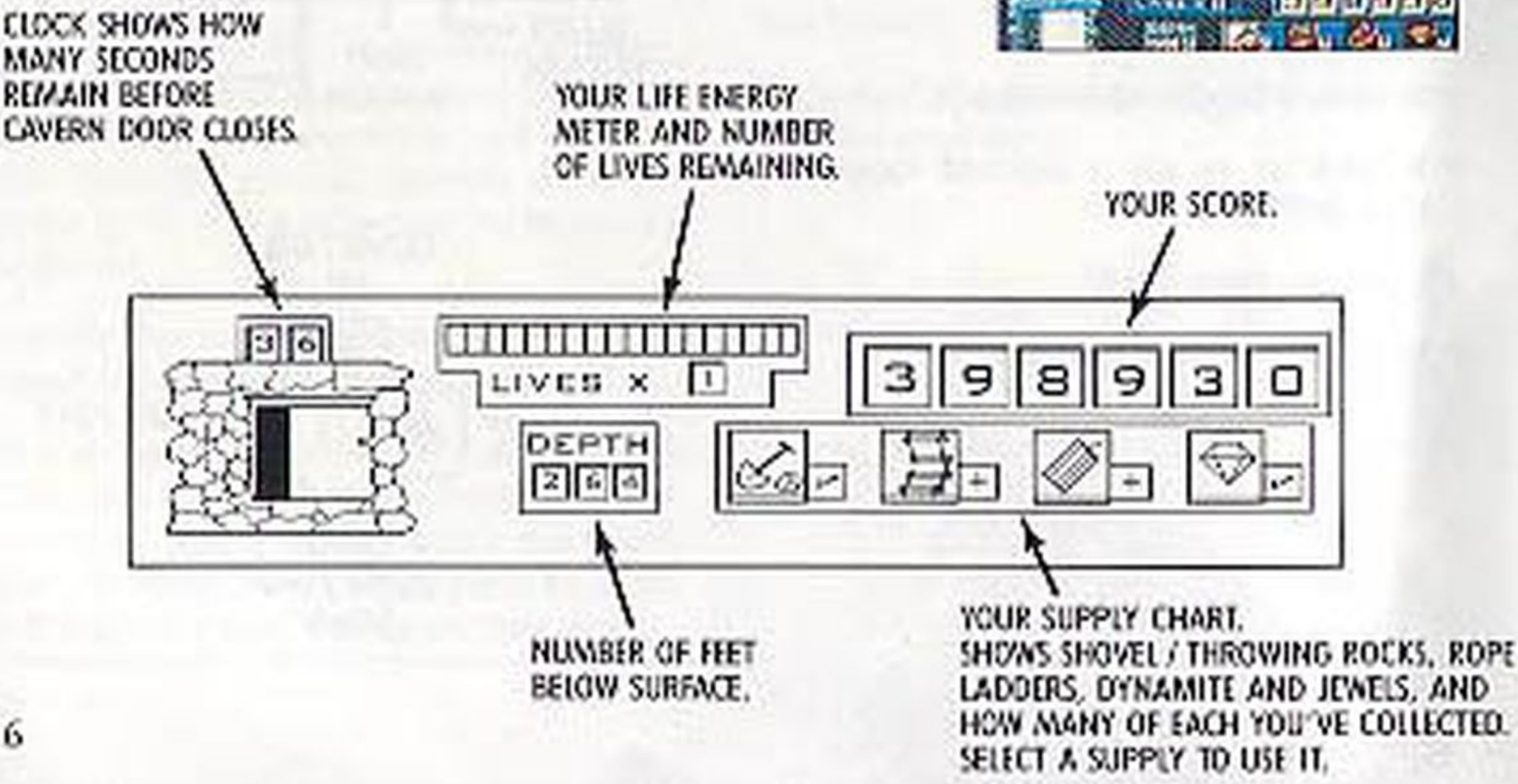
- To move/dig/climb—press the control pad in the directions shown at right.
- To jump—Press BUTTON A.
- To select a Supply—Press SELECT.
- To kick or to use a selected Supply—Press BUTTON B.
- To pause—Press START.
- To restart—Press START again.





THE PLAYING SCREEN

The panel at the bottom of your playing screen will always show the following information:


CLOCK SHOWS HOW MANY SECONDS REMAIN BEFORE CAVERN DOOR CLOSES.
YOUR LIFE ENERGY METER AND NUMBER OF LIVES REMAINING.
YOUR SCORE.
36
LIVES x 1
DEPTH
264
3 9 8 9 3 0
NUMBER OF FEET BELOW SURFACE.
YOUR SUPPLY CHART. SHOWS SHOVEL / THROWING ROCKS, ROPE LADDERS, DYNAMITE AND JEWELS, AND HOW MANY OF EACH YOU'VE COLLECTED. SELECT A SUPPLY TO USE IT.

THE BIG DIG

GETTING THROUGH THE CAVERNS

To reach the Lost City, you must dig down through several caverns, each one chock full of different dangers. But 2 things you'll find in *every* cavern are a secret pillar, and an exit door to the mine shaft that leads to the cavern below.

In each cavern, you must do the following:

1. Find and push down the secret pillar. Once it's pushed down, the pillar will open the exit door for 60 seconds.

2. Escape through the exit door before it closes!

The clock on the bottom of the screen will count down as you race for the exit door. Once it reaches "0," the exit door will close!

If you don't make it to the exit door before it closes, you must return to the pillar and push it down again. The exit door will then reopen, and you'll have another 60 seconds to escape through it to the cavern below. Repeat these steps as often as necessary to escape!

The first cavern is short and simple—it's designed to show you the basics of play in each cavern.

Push down the pillar to open the door. Then run for it!

YOUR ENEMIES

A host of foes will appear in each cavern to "undermine" your dig. Some require special skills or weapons to defeat. Conquer them, or your digging days are numbered!

Don't take this ghoul for "granite"! If rocks don't work, dynamite just might!

YOUR LIVES

You'll start the game with 3 lives. Your life energy will lessen if you're hit by enemies, falling boulders or dynamite, or if you fall a long distance. When you run out of energy, you lose a life. Lose all of your lives, and the game ends.

YOUR SCORE

Defeating enemies and collecting Supplies and power-up mushrooms will both increase your score. When you exit each cavern, you'll score points for every second remaining on the clock.

Most caverns contain secret passages—hidden tunnels that lead from one place to another in the same cavern. Each time you use a secret passage, you'll earn extra points.

Try for extra points and lives in Bonus Rooms! See page 12.

SUPPLIES

Your Supplies—shovel/throwing rocks, rope ladders, dynamite and jewels—are shown in the boxes on your Supply Chart. The number next to each Supply box tells you how many you have. If you have more than 9 of any Supply, a "+" (or "∞" for unlimited) will be shown next to it.

To collect a Supply, just walk into it. To use it, press SELECT to highlight the box on your Chart, then press BUTTON B. Search carefully for Supplies each time you play—they won't always be in the same places!

You may also trade jewels for Supplies. See page 11 for details.

Shovel/Throwing Rocks

You'll always have your shovel to hit objects or enemies within range of it. To hit enemies from a distance, you must collect throwing rocks. You'll find these handy weapons by digging up into walls of rock just above you.

Unless you've selected another Supply, your shovel/throwing rocks will always be highlighted on your Chart—so just press BUTTON B to use them.

Rope Ladders

Build ladders down (not up) from drop-offs to make your climbing safer. To build a ladder, select it on your Supply Chart. Then stand at the edge of a drop-off and press BUTTON B. You can also build ladders end-to-end by pressing BUTTON B at the bottom of each one.

Dynamite

Dynamite is useful (sometimes necessary) for blasting tougher enemies and obstacles. To set off dynamite, select it on your Supply Chart, then press BUTTON B. Move away or kick it away (by pressing BUTTON B) before it blows up, or you'll lose lots of life energy!

Jewels

Some caverns contain towns, where you can trade your jewels for Supplies. In each town's Trading Station, one jewel will "buy" you one Supply—8 sticks of dynamite, or 8 rope ladders, or 26 throwing rocks. But the Trading Stations are well-hidden, so you must search carefully for them!

To enter a town, climb the walls and go through the window. Search for the hidden entrance to a Trading Station. Once you find it, step inside!

To trade a jewel for the Supply there, select the jewel box on your Supply Chart, then press BUTTON B.

In each Trading Station, you can trade only one jewel at a time. However, you may leave and re-enter the same Trading Station several times to continue stocking up.

If you've traded enough or don't want to trade, just leave the Trading Station and the town.

At this Trading Station, you'll get 8 rope ladders for each jewel!

POWER-UP MUSHROOMS

These valuable items don't appear on your Supply Chart. You'll use them automatically right after collecting them, so they can't be stored.

Like throwing rocks, power-up mushrooms can be found by digging up into rock walls. When a power-up mushroom falls at your feet, kick it and chase it to collect it. You'll turn pink for a few seconds and become invincible and super-strong! You can kick columns, boulders and other obstacles. Power-up mushrooms also add to your life energy.

BONUS ROOMS

These special rooms are found between caverns. Collect the treasure cups quickly for extra points—but watch out for falling boulders! Collect all 8 treasure cups before time runs out, and you'll earn an extra life!

If you escaped the previous cavern with 40 seconds or more remaining on the clock, you'll enter a Super Bonus Room, which also contains 2 jewels!

HOW TO WIN

Escape through the door of the very lowest cavern, and your digging is done—you win!

THE HIGH SCORE SCREEN

If your final score is high enough, you can sign onto the High Score Screen. To enter each letter (up to 3 letters), press the control pad LEFT or RIGHT until Digger is standing on the letter. Then press BUTTON A. To erase an error, press BUTTON B.

When you're done signing on, move Digger to END and press BUTTON A.

NOTES

CAVERN 1:

CAVERN 2:

CAVERN 3:

CAVERN 4:

NOTES

CAVERN 5:

CAVERN 6:

CAVERN 7:

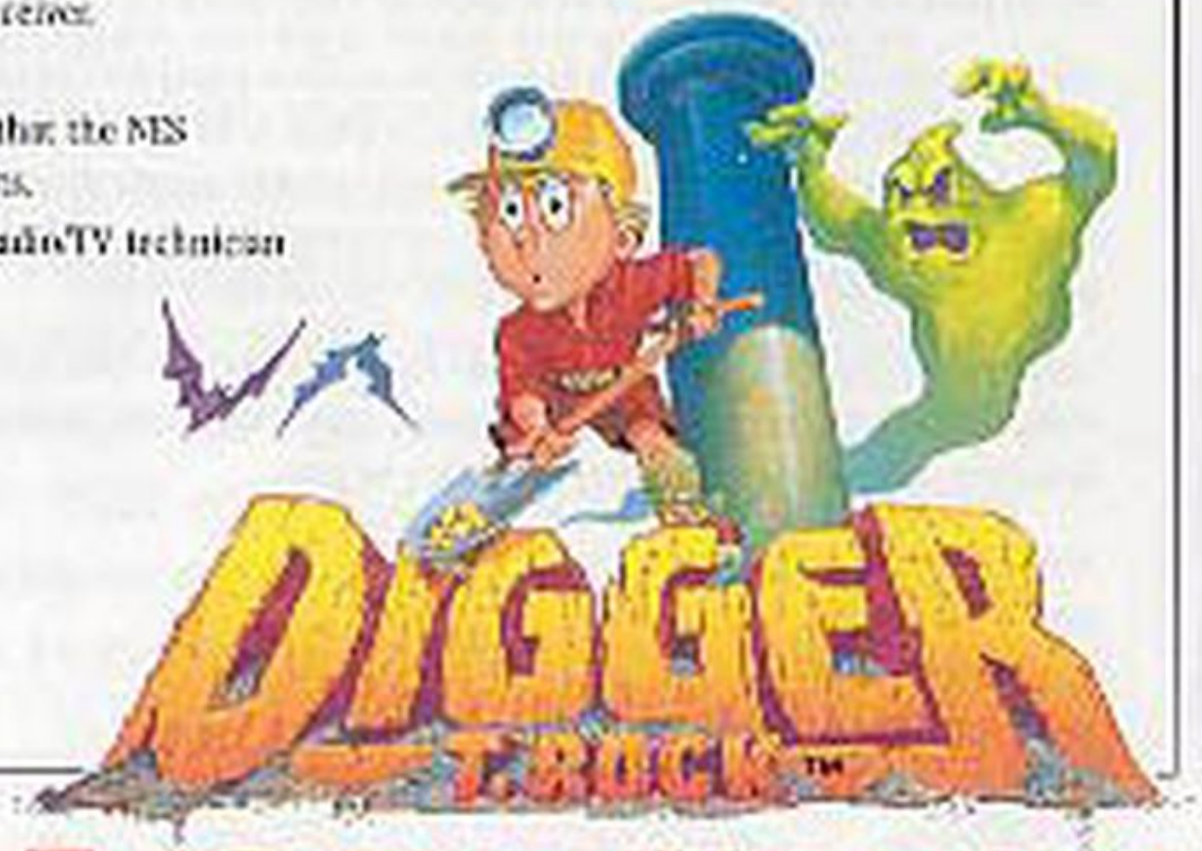
CAVERN 8:

HIGH SCORES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and the receiver are on different circuits.
- Consult the dealer or an experienced radio/TV technician for help.



MILTON BRADLEY COMPANY 90-DAY LIMITED WARRANTY

Milton Bradley Company warrants to the original purchaser only, that the Game Pak provided with this manual will perform in accordance with the descriptions in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the Game Pak is found defective within 90 days from the date of purchase, it will be replaced. Simply return the Game Pak to Milton Bradley Company along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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Telephone: 413 525-6411
Ask for Consumer Service
Representative

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

GAMEPLAY QUESTIONS?

Call Milton Bradley at:
(413) 525-3545

Game Counselors are available
Monday-Friday 8:00 AM - 4:45 PM
(Eastern Time)

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